

TRANSMITTAL LETTER TO THE UNITED STATES
DESIGNATED/ELECTED OFFICE (DO/EO/US)
CONCERNING A FILING UNDER 35 U.S.C. 371

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U.S. APPLICATION NO. (IF KNOWN, SEE 37 CFR

09/869389

INTERNATIONAL APPLICATION NO.
PCT/FR99/03244INTERNATIONAL FILING DATE
22 December 1999 (22.12.99)PRIORITY DATE CLAIMED
28 December 1998 (28.12.98)

TITLE OF INVENTION

PROCESS FOR STORING A DIGITAL AUDIO AND VIDEO DATASTREAM, STORAGE DEVICE AND RECEIVER
FOR IMPLEMENTING THE PROCESS

APPLICANT(S) FOR DO/EO/US

Claude Chapel, Jean-Charles Guillemot and Jean Le Roux

Applicant herewith submits to the United States Designated/Elected Office (DO/EO/US) the following items and other information:

1. ☒ This is a **FIRST** submission of items concerning a filing under 35 U.S.C. 371.
2. ☐ This is a **SECOND** or **SUBSEQUENT** submission of items concerning a filing under 35 U.S.C. 371.
3. ☒ This is an express request to begin national examination procedures (35 U.S.C. 371(f)) at any time rather than delay examination until the expiration of the applicable time limit set in 35 U.S.C. 371(b) and PCT Articles 22 and 39(1).
4. ☒ A proper Demand for International Preliminary Examination was made by the 19th month from the earliest claimed priority date.
5. ☒ A copy of the International Application as filed (35 U.S.C. 371 (c) (2))
 - a. ☐ is transmitted herewith (required only if not transmitted by the International Bureau).
 - b. ☒ has been transmitted by the International Bureau.
 - c. ☐ is not required, as the application was filed in the United States Receiving Office (RO/US).
6. ☐ A translation of the International Application into English (35 U.S.C. 371(c)(2)).
7. ☒ A copy of the International Search Report (PCT/ISA/210). with Item 13
8. ☒ Amendments to the claims of the International Application under PCT Article 19 (35 U.S.C. 371 (c)(3))
 - a. ☐ are transmitted herewith (required only if not transmitted by the International Bureau).
 - b. ☐ have been transmitted by the International Bureau.
 - c. ☐ have not been made; however, the time limit for making such amendments has NOT expired.
 - d. ☒ have not been made and will not be made.
9. ☐ A translation of the amendments to the claims under PCT Article 19 (35 U.S.C. 371(c)(3)).
10. ☒ An oath or declaration of the inventor(s) (35 U.S.C. 371 (c)(4)).
11. ☒ A copy of the International Preliminary Examination Report (PCT/IPEA/409).
12. ☐ A translation of the annexes to the International Preliminary Examination Report under PCT Article 36 (35 U.S.C. 371 (c)(5)).

Items 13 to 20 below concern document(s) or information included:

13. ☒ An Information Disclosure Statement under 37 CFR 1.97 and 1.98. WITH 7 references attached.
14. ☒ An assignment document for recording. A separate cover sheet in compliance with 37 CFR 3.28 and 3.31 is included.
15. ☒ A **FIRST** preliminary amendment.
16. ☐ A **SECOND** or **SUBSEQUENT** preliminary amendment.
17. ☐ A substitute specification.
18. ☐ A change of power of attorney and/or address letter.
19. ☒ Certificate of Mailing by Express Mail 20. Return postcard receipt
20. ☒ Other items or information: **CERTIFICATE OF MAILING UNDER 37 CFR 1.10**

EL682442675US

"Express Mail" mailing no.

JUNE 28, 2001

Date of Deposit

I hereby certify that this application is being deposited with the United States Postal Service "Express Mail Post Office to Addressee" service under 37 CFR 1.10 on the date indicated above and is addressed to the Assistant Commissioner for Patents, Washington, D.C. 20231.

ANELLA URBAN

Typed or printed name of person
mailing applicationSignature of person mailing
application

09/869389

21. The following fees are submitted:

BASIC NATIONAL FEE (37 CFR 1.492 (a) (1) - (5)) :

- ☐ Neither international preliminary examination fee (37 CFR 1.482) nor international search fee (37 CFR 1.445(a)(2)) paid to USPTO and International Search Report not prepared by the EPO or JPO\$1000.00
- ☒ International preliminary examination fee (37 CFR 1.482) not paid to USPTO but International Search Report prepared by the EPO or JPO\$860.00
- ☐ International preliminary examination fee (37 CFR 1.482) not paid to USPTO but international search fee (37 CFR 1.445(a)(2)) paid to USPTO\$710.00
- ☐ International preliminary examination fee paid to USPTO (37 CFR 1.482) but all claims did not satisfy provisions of PCT Article 33(1)-(4)\$690.00
- ☐ International preliminary examination fee paid to USPTO (37 CFR 1.482) and all claims satisfied provisions of PCT Article 33(1)-(4)\$100.00

ENTER APPROPRIATE BASIC FEE AMOUNT =**CALCULATIONS PTO USE ONLY**

JC18 Rec PCT/PTC 2 8 JUN 2001

\$860.00

Surcharge of \$130.00 for furnishing the oath or declaration later than months from the earliest claimed priority date (37 CFR 1.492 (e)).

☐ 20 ☐ 30

| CLAIMS | NUMBER FILED | NUMBER EXTRA | RATE |
|--------------------|--------------|--------------|-----------|
| Total claims | 15 -20= | 0 | x \$18.00 |
| Independent claims | 3 - 3= | 0 | x \$80.00 |

Multiple Dependent Claims (check if applicable).

☐**TOTAL OF ABOVE CALCULATIONS =**

860.00

Reduction of 1/2 for filing by small entity, if applicable. Verified Small Entity Statement must also be filed (Note 37 CFR 1.9, 1.27, 1.28) (check if applicable).

☐**SUBTOTAL =**

860.00

Processing fee of \$130.00 for furnishing the English translation later than months from the earliest claimed priority date (37 CFR 1.492 (f)).

☐ 20 ☐ 30**TOTAL NATIONAL FEE =**

860.00

Fee for recording the enclosed assignment (37 CFR 1.21(h)). The assignment must be accompanied by an appropriate cover sheet (37 CFR 3.28, 3.31) (check if applicable).

☐

40.00

TOTAL FEES ENCLOSED =

900.00

Amount to be refunded charged

\$

\$ 900.00

☐ A check in the amount of to cover the above fees is enclosed.☒ Please charge my Deposit Account No. 07-0832 in the amount of \$900.00 to cover the above fees. A duplicate copy of this sheet is enclosed.☒ The Commissioner is hereby authorized to charge any fees which may be required, or credit any overpayment to Deposit Account No. 07-0832 A duplicate copy of this sheet is enclosed.**NOTE:** Where an appropriate time limit under 37 CFR 1.494 or 1.495 has not been met, a petition to revive (37 CFR 1.137(a) or (b)) must be filed and granted to restore the application to pending status.**SEND ALL CORRESPONDENCE TO:**

Mr. Joseph S. Tripoli
THOMSON multimedia Licensing Inc.
Patent Department
PO Box 5312
Princeton, New Jersey 08540

SIGNATURE

GUY H. ERIKSEN

NAME

41,736

REGISTRATION NUMBER

JUN 28, 2001

DATE

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant : Claude Chapel, Jean-Charles Guillemot and
Jean Le Roux

Filed : Herewith - National Phase of PCT/FR99/03244

For : PROCESS FOR STORING A DIGITAL AUDIO AND VIDEO
DATASTREAM, STORAGE DEVICE AND RECEIVER FOR
IMPLEMENTING THE PROCESS

PRELIMINARY AMENDMENT

Hon. Commissioner of Patents and Trademarks
Box PCT
Washington, D.C. 20231

Sir:

In the US national phase application of PCT/FR99/03244 please
enter the following amendments.

IN THE TITLE:

Please delete the title and insert the new title as published in the
PCT International Application --METHOD FOR STORING DIGITAL AUDIO AND
VIDEO DATAFLOW, STORAGE DEVICE AND RECEIVER FOR
IMPLEMENTING SAID METHOD--

IN THE SPECIFICATION:

Please amend the specification as follows:

On Page 1, following the title, insert this paragraph:

--This application claims the benefit under 35 U.S.C.
§ 365 of International Application PCT/FR99/03244, filed December 22,
1999, which was published in accordance with PCT Article 21(2) on July 7,
2000 in French, and which claims the benefit of French Application No.
98/16492, filed December 28, 1998.

BACKGROUND OF THE INVENTION**1. Field of the Invention--**

Page 1, line 11 insert as heading: --2. Description of Prior Art--
Page 1, line 21 insert as heading: --SUMMARY OF THE INVENTION--
Page 5, line 18 insert as heading: --BRIEF DESCRIPTION OF THE
DRAWINGS--

Page 6, line 3 insert as heading: --DETAILED DESCRIPTION--

IN THE CLAIMS:

Please amend the claims as follows. This is the clean version.
Attached is the marked up version of these claims.

1. A digital video reception device, comprising:
 - means of reception and of demultiplexing of audio and video packets from a multiplexed digital stream;
 - a first video writing memory for accumulating a predetermined quantity of demultiplexed video packets;
 - a second audio writing memory for accumulating demultiplexed audio packets;
 - means of storage of the multiplexed audio and video packets in the form of blocks, each block comprising a first area for recording the video packets and of fixed size equal to said predetermined quantity, and a second area for recording for audio packets and of fixed size such that it is greater than or equal to the maximum quantity of audio data which can be accumulated while obtaining the predetermined quantity of video data.
2. The device as claimed in claim 1, wherein said means of storage further comprises a first partition for a mainly random access and implementing multiple indirect addressing, and a second partition reserved for audio and video stream recording for a mainly sequential access and implementing simple indirect addressing.
3. The device as claimed in claim 2, wherein the size of a block of the second partition is larger by at least an order of magnitude than the size of a block of the first partition.

4. The device as claimed in claim 1, wherein the means of storage comprise a recordable disk.
5. The device as claimed in claim 1, wherein it comprises a third memory for reading video data from the storage means and a fourth memory for the reading of audio data, the respective sizes of the third and fourth memories, video and audio reading respectively, being equal to the sizes of the first and second memories, video and audio writing respectively.
6. The device as claimed in claim 1, further comprising:
- a writing memory for transmitting data to the storage means, which memory is organized as an area comprising N video writing memories of FIFO type and an audio writing area comprising a memory of FIFO type having the size of N audio writing memories;
 - means for controlling the transfer of video data to a first of the N video writing memories and of audio data to the audio writing area, the transfer of video data being continued to a next video writing memory when said first of the N video writing memories is full;
 - means for storing the location, in the area for recording audio data, of the audio data corresponding to each of the N video writing memories.
7. The device as claimed in claim 6, further comprising means for initiating the transfer of video and audio data stored in said writing memory to the storage means as soon as one of the N video writing memories has been filled.
8. The device as claimed in claim 5, further comprising:
- a reading memory for receiving data from storage means, which memory is organized as an area comprising N video reading memories of FIFO type and an audio reading area comprising a memory of FIFO type having the size of N audio reading memories;
 - means for controlling the transfer of video data to a first of the N video reading memories and of audio data to the audio reading area, the transfer of video data being continued to a next video reading memory when said first of the N video reading memories is full;
 - means for storing the location, in the area for reading audio data, of the audio data corresponding to each of the N video reading memories.
9. The device as claimed in claim 8, further comprising means for initiating the transfer of video and audio data stored in said reading memory

to a decoder of said data when the set of N video reading memories has been filled.

10. The device as claimed in claim 1, wherein the audio and video data are recorded in compressed form.

11. A process for recording audio and video data in a digital television receiver, comprising the steps of:

- demultiplexing audio and video packets relating to one and the same program;
- simultaneous accumulation of the demultiplexed video data in a first memory and of the demultiplexed audio data in a second memory;
- stopping the accumulation in said memories following the obtaining of a predetermined quantity of video data in said first memory;
- recording of the video data accumulated in said first memory and of the audio data accumulated in the second memory respectively in a first area of a block whose fixed size is equal to said predetermined quantity and in a second area of this block, the size of this second area being fixed and chosen in such a way that it is greater than or equal to the maximum quantity of audio data which can be accumulated while obtaining said predetermined quantity of video data.

12. The process as claimed in claim 11, wherein the ratio of the sizes of the first and second areas is such that it is greater than or equal to the maximum ratio of the bit rate of video data and of the bit rate of audio data in the digital stream.

13. The process as claimed in claim 11, further comprising the step of recording in each block of a data item indicating the quantity of audio data recorded in this block.

14. The process as claimed in claim 11, wherein the recorded audio and video data are elementary stream packets, with the exclusion of information emanating from the transport layer.

15. An audio and video data recording device, wherein it comprises a partition comprising a plurality of logic blocks organized in series and each comprising a first area of fixed size for the recording of video data, and a second area for the recording of audio data and of fixed size such that it is greater than or equal to the maximum quantity of audio data which can be

accumulated while accumulating a predetermined quantity of video data, said predetermined quantity being equal to the size of said first area.

IN THE ABSTRACT:

Page 24 delete Abstract and replace with new Abstract supplied on a separate sheet herewith.

REMARKS

The specification has been amended to include a reference to the priority applications.

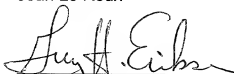
The above amendments to the claims have been made to eliminate multiple dependencies, reference indicia and to meet the requirements of the USPTO. A marked up version is supplied on a separate sheet.

A replacement Abstract is supplied on a separate sheet.

No fee is believed to have been incurred by virtue of this amendment. However if a fee is incurred on the basis of this amendment, please charge such fee against deposit account 07-0832.

Respectfully submitted,
Claude Chapel
Jean-Charles Guillemot
Jean Le Roux

By:



Guy H. Eriksen
Registration No. 41,736
609/734-9699

THOMSON multimedia Licensing Inc.
Patent Operation
PO Box 5312
Princeton, NJ 08543-5312

June 28, 2001

Marked Up Claims

What is claimed is:

[Claims]

5 1. (AMENDED) A digital video reception device, [characterized in that it comprises] comprising:

- means of reception [(101, 102, 103)] and of demultiplexing [(113)] of audio and video packets from a multiplexed digital stream;

- a first video writing memory [(205a)] for accumulating a
10 predetermined quantity of demultiplexed video packets;

- a second audio writing memory [(205b)] for accumulating demultiplexed audio packets;

- means of storage [(201)] of the multiplexed audio and video packets in the form of blocks, each block comprising a first area for recording the video packets and of fixed size equal to said predetermined quantity, and a second
15 area for recording for audio packets and of fixed size such that it is greater than or equal to the maximum quantity of audio data which can be accumulated while obtaining the predetermined quantity of video data.

20 2. (AMENDED) The device as claimed in claim 1, [characterized in that] wherein said means of storage [(201)] further comprises a first partition for a mainly random access and implementing multiple indirect addressing, and a second partition reserved for audio and video stream recording for a mainly sequential access and implementing simple indirect addressing.

25 3. (AMENDED) The device as claimed in claim 2, [characterized in that] wherein the size of a block of the second partition is larger by at least an order of magnitude than the size of a block of the first partition.

4. (AMENDED) The device as claimed in [one of claims 1 to 3] claim 1, [characterized in that] wherein the means of storage [(201)] comprise a recordable disk.

5. (AMENDED) The device as claimed in [one of claims 1 to 4] claim 1, [characterized in that] wherein it comprises a third [video reading] memory [(206a)] for reading video data from the storage means [(201)] and a fourth [audio reading] memory [(206b)] for the reading of audio data, the respective
5 sizes of the third and fourth memories, video and audio reading respectively, being equal to the sizes of the first and second memories, video and audio writing respectively.

6. (AMENDED) The device as claimed in [one of claims 1 to 5] claim 1, [characterized in that it comprises] further comprising:

10 - a writing memory [(205)] for transmitting data to the storage means, which memory is organized as an area [(205a)] comprising N video writing memories of FIFO type and an audio writing area [(205b)] comprising a memory of FIFO type having the size of N audio writing memories;

15 - means [(107)] for controlling the transfer of video data to a first of the N video writing memories and of audio data to the audio writing area, the transfer of video data being continued to a next video writing memory when said first of the N video writing memories is full;

- means [(207)] for storing the location, in the area for recording audio data, of the audio data corresponding to each of the N video writing memories.

20 7. (AMENDED) The device as claimed in claim 6, [characterized in that it furthermore comprises] further comprising means [(107)] for initiating the transfer of video and audio data stored in said writing memory to the storage means [(201)] as soon as one of the N video writing memories has been filled.

8. The device as claimed in claim 5, [combined with one of claims 1 to 4, 5
25 or 6, characterized in that it comprises] further comprising:

- a reading memory [(206)] for receiving data from storage means, which memory is organized as an area [(206a)] comprising N video reading memories of FIFO type and an audio reading area [(206b)] comprising a memory of FIFO type having the size of N audio reading memories;

30 - means [(107)] for controlling the transfer of video data to a first of the N video reading memories and of audio data to the audio reading area, the

transfer of video data being continued to a next video reading memory when said first of the N video reading memories is full;

- means [(207)] for storing the location, in the area for reading audio data, of the audio data corresponding to each of the N video reading memories.

5 9. (AMENDED) The device as claimed in claim 8, [characterized in that it furthermore comprises] further comprising means [(107)] for initiating the transfer of video and audio data stored in said reading memory to a decoder of said data when the set of N video reading memories has been filled.

10 10. (AMENDED) The device as claimed in [one of claims 1 to 9] claim 1, [characterized in that] wherein the audio and video data are recorded in compressed form.

11. (AMENDED) A process for recording audio and video data in a digital television receiver, [characterized in that it comprises] comprising the steps of:

- demultiplexing audio and video packets relating to one and the same

15 program;

- simultaneous accumulation of the demultiplexed video data in a first memory and of the demultiplexed audio data in a second memory;

- stopping the accumulation in said memories following the obtaining of a predetermined quantity of video data in said first memory;

20 - recording of the video data accumulated in said first memory and of the audio data accumulated in the second memory respectively in a first area of a block whose fixed size is equal to said predetermined quantity and in a second area of this block, the size of this second area being fixed and chosen in such a way that it is greater than or equal to the maximum quantity of audio data which

25 can be accumulated while obtaining said predetermined quantity of video data.

12. (AMENDED) The process as claimed in claim 11, [characterized in that] wherein the ratio of the sizes of the first and second areas is such that it is greater than or equal to the maximum ratio of the bit rate of video data and of the bit rate of audio data in the digital stream.

13. (AMENDED) The process as claimed in [claim 11 or 12] claim 11, [characterized in that it furthermore comprises] further comprising the step of recording in each block of a data item indicating the quantity of audio data recorded in this block.

5 14. (AMENDED) The process as claimed in [one of claims 11 to 13] claim 11, [characterized in that] wherein the recorded audio and video data are elementary stream packets, with the exclusion of information emanating from the transport layer.

10 15. (AMENDED) An audio and video data recording device [(201)], [characterized in that] wherein it comprises a partition comprising a plurality of logic blocks organized in series and each comprising a first area of fixed size for the recording of video data, and a second area for the recording of audio data and of fixed size such that it is greater than or equal to the maximum quantity of audio data which can be accumulated while accumulating a predetermined
15 quantity of video data, said predetermined quantity being equal to the size of said first area.

102240-68353540

Abstract

The subject of the invention is a digital video reception device comprising:

- 5 - means of reception and of demultiplexing of audio and video packets from a multiplexed digital stream;
- a first video writing memory for accumulating a predetermined quantity of demultiplexed video packets;
- a second audio writing memory for accumulating demultiplexed
10 audio packets;
- means of storage of the multiplexed audio and video packets in the form of blocks, each block comprising a first area for recording the video packets and of fixed size equal to said predetermined quantity, and a second area for recording for audio packets and of fixed size such that it is greater than or equal
15 to the maximum quantity of audio data which can be accumulated while obtaining the predetermined quantity of video data.

The invention also relates to a recording process, as well as to a recording device.

JC18 Rec'd PCT/PTO 28 JUN 2001

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant : Claude Chapel, Jean-Charles Guillemot and
Jean Le Roux

Filed : Herewith - National Phase of PCT/FR99/03244

For : PROCESS FOR STORING A DIGITAL AUDIO AND VIDEO
DATASTREAM, STORAGE DEVICE AND RECEIVER FOR
IMPLEMENTING THE PROCESS

PRELIMINARY AMENDMENT

Hon. Commissioner of Patents and Trademarks
Box PCT
Washington, D.C. 20231

Sir:

In the US national phase application of PCT/FR99/03244 please
enter the following amendments.

IN THE TITLE:

Please delete the title and insert the new title as published in the
PCT International Application —METHOD FOR STORING DIGITAL AUDIO AND
VIDEO DATAFLOW, STORAGE DEVICE AND RECEIVER FOR
IMPLEMENTING SAID METHOD—

IN THE SPECIFICATION:

Please amend the specification as follows:

On Page 1, following the title, insert this paragraph:

--This application claims the benefit under 35 U.S.C.
§ 365 of International Application PCT/FR99/03244, filed December 22,
1999, which was published in accordance with PCT Article 21(2) on July 7,
2000 in French, and which claims the benefit of French Application No.
98/16492, filed December 28, 1998.

BACKGROUND OF THE INVENTION

1. Field of the Invention--

7/PRTS

09/869389
JC18 Rec'd PCT/PTO 2 8 JUN 2001

**Process for storing a digital audio and video datastream, storage
device and receiver for implementing the process**

5 The invention relates to a process for storing a digital audio and
video datastream, in particular but not solely an audio and video
datastream compressed according to the MPEG II standard. The invention
also relates to a digital television receiver implementing this process and is
more generally adapted to the recording of synchronized components (for
example audio and video) of a digital datastream. Lastly, the invention
10 relates to a storage device.

In a datastream of MPEG II TS type (standing for 'Transport
Stream'), the audio and video data are present in the form of elementary
stream packets, also referred to as 'PES' packets. These PES packets are
included in TS transport packets which comprise an identifier ('PID') of the
15 PES packets. A TS stream is a temporal multiplex of the audio and video
PES packets relating to a large number of different programs. The stream
can also transport other digital data, such as signaling data and so-called
private data. A digital television decoder receives this stream and
demultiplexes and then decodes the PES packets corresponding to a
20 particular program.

During work aimed at including a storage device within a digital
television receiver, the inventors have recognized that the audio and video
PES packets of a program which emanate from the demultiplexer are
poorly adapted, as they stand, to recording on an appropriate medium.
25 Specifically, the audio and video PES packets being multiplexed, the
nature of their content is not easily identifiable once these packets are rid
of the transport layer. A labeling of these packets would represent a
considerable loss of storage space complex to manage.

The subject of the invention is a process for recording audio and
video data in a digital television receiver, characterized in that it comprises
30 the steps of:

- demultiplexing audio and video packets relating to one and
the same program;
- simultaneous accumulation of the demultiplexed video data
35 in a first memory and of the demultiplexed audio data in a second memory;
- stopping the accumulation in said memories following the
obtaining of a predetermined quantity of video data in said first memory;
- recording of the video data accumulated in said first
memory and of the audio data accumulated in the second memory
40 respectively in a first area of a block whose fixed size is equal to said

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predetermined quantity and in a second area of this block, the size of this second area being fixed and chosen in such a way that it is greater than or equal to the maximum quantity of audio data which can be accumulated while obtaining said predetermined quantity of video data.

5 The recording, on a data medium such as a hard disk, is performed in blocks comprising (among other things) two areas of fixed size, one of which is reserved for video data and the other for audio data. Once a quantity of video data corresponding to the size of the video area has been demultiplexed, a complete block is written, regardless of the
10 quantity of audio data received at that moment.

By dint of the arrangement of the areas inside a block, the nature of the PES packets recorded therein is known, thus avoiding labeling of each PES packet. Moreover, even if the initial multiplexing order within the TS stream of the packets recorded is not maintained strictly at
15 block level, the overall audio and video transmission rate is retranscribed.

The order relationship between the ratio of the sizes of the areas for recording a block and the ratio of the bit rates guarantees that the area reserved for audio never overflows before the area reserved for video is filled.

20 According to a particular embodiment, the ratio of the sizes of the first and second areas is such that it is greater than or equal to the maximum ratio of the bit rate of video data and of the bit rate of audio data in the digital stream.

25 According to a particular embodiment, the inventive process furthermore comprises the step of recording in each block of a data item indicating the quantity of audio data recorded in this block.

This information is useful for determining where within the area reserved for them in a block the audio data stop. The recording of this information makes it unnecessary to implement a code of the 'end of
30 recording' type which would require a comparison with all the audio data read.

According to a particular embodiment, the recorded audio and video data are elementary stream packets, with the exclusion of information emanating from the transport layer.

35 The subject of the invention is also a digital video reception device, characterized in that it comprises:

- means of reception and of demultiplexing of audio and video packets from a multiplexed digital stream;

- 5 - means of storage of the multiplexed audio and video
packets in the form of blocks, each block comprising a first area for
recording the video packets and of fixed size equal to said predetermined
quantity, and a second area for recording the audio packets and of fixed
size such that it is greater than or equal to the maximum quantity of audio
0 data which can be accumulated while obtaining the predetermined quantity
of video data.

15 reserved for audio and video stream recording for a mainly sequential
access and implementing simple indirect addressing.

20 the data of audio and video type primarily require sequential access, whereas data of 'service' or 'private' type, for example databases for constructing a program guide or else program code files, can be managed more efficiently with a random access. It is thus possible to store data of different type on a single medium, for example a hard disk.

25 According to a particular embodiment, the size of a block of the second partition is larger by at least an order of magnitude than the size of a block of the first partition.

According to a particular embodiment, the means of storage comprise a recordable disk.

30 According to a particular embodiment, the inventive device comprises a third video reading memory for reading video data from the storage means and a fourth audio reading memory for the reading of audio data, the respective sizes of the third and fourth memories, video and audio reading respectively, being equal to the sizes of the first and second
35 memories, video and audio writing respectively.

According to a particular embodiment, the device furthermore comprises:

- a writing memory for transmitting data to the storage means, which memory is organized as an area comprising N video writing

memories of FIFO type and an audio writing area comprising a memory of FIFO type having the size of N audio writing memories;

- means for controlling the transfer of video data to a first of the N video writing memories and of audio data to the audio writing area, the transfer of video data being continued to a next video writing memory when said first of the N video writing memories is full;
- means for storing the location, in the area for recording audio data, of the audio data corresponding to each of the N video writing memories.

10 The implementation of a series of video writing memories makes it possible to buffer write accesses to the storage means, in the case where these would lag behind. Management of audio data is performed with the aid of a single FIFO memory, whereas management of the video data is performed with the aid of a plurality of FIFO memories. The set of
15 audio FIFO memories and of video FIFO memories can be physically included in a single memory, whose various areas are managed as individual FIFO memories.

According to a particular embodiment, the device furthermore comprises means for initiating the transfer of video and audio data stored
20 in said writing memory to the storage means as soon as one of the N video writing memories has been filled.

The management of the writing memories is of the 'empty buffer' type.

According to a particular embodiment, the device comprises:

- 25 - a reading memory for receiving data from storage means, which memory is organized as an area comprising N video reading memories of FIFO type and an audio reading area comprising a memory of FIFO type having the size of N audio reading memories;
- means for controlling the transfer of video data to a first of
30 the N video reading memories and of audio data to the audio reading area, the transfer of video data being continued to a next video reading memory when said first of the N video reading memories is full;
- means for storing the location, in the area for reading audio data, of the audio data corresponding to each of the N video reading
35 memories.

According to a particular embodiment, the device furthermore comprises means for initiating the transfer of video and audio data stored in said reading memory to a decoder of said data when the set of N video reading memories has been filled.

In read mode, management of the memories is of a 'full buffer' type.

According to a variant embodiment, the process furthermore comprises the step of recording in each block of a data item indicating the quantity of audio data recorded in this block.

This makes it possible easily to determine the end of the audio data of a block, without having to perform comparisons to detect a particular binary word contained in the area reserved for the audio data and which would identify the end thereof.

The subject of the invention is also an audio and video data recording device, characterized in that it comprises a partition comprising a plurality of logic blocks organized in series and each comprising a first area of fixed size for the recording of video data, and a second area for the recording of audio data and of fixed size such that it is greater than or equal to the maximum quantity of audio data which can be accumulated while accumulating a predetermined quantity of video data, said predetermined quantity being equal to the size of said first area.

Other characteristics and advantages of the invention will become apparent through the description of a particular nonlimiting exemplary embodiment illustrated by the appended figures among which:

- figure 1 is a block diagram of a digital receiver/decoder comprising a storage device in accordance with the present exemplary embodiment;
- figure 2 is a block diagram of an exemplary embodiment of the storage device, in this instance a hard disk;
- figure 3 is a diagram illustrating the split of audio and video areas in a FIFO-type memory used as buffer for the writing of data;
- figure 4 is a diagram of a block of 128 Kbytes of a hard disk partition reserved for the recording of audio and video streams;
- figure 5 is a diagram illustrating the two types of file system present on the hard disk;
- figure 6 is a diagram illustrating various areas for recording the 'stream'-type file system;
- figure 7 is a flow chart for the writing of a file to the disk;
- figure 8 is a diagram illustrating the respective durations of various operations during a reading of blocks;
- figures 9a and 9b are diagrams illustrating a process making it possible to reduce the movements of a disk writing/reading head when recording and reading simultaneously;

- figure 10 is a block diagram of a clock recovery circuit which does not introduce said error.

According to the present exemplary embodiment, the storage device is a hard disk built into a digital television decoder meeting the DVB standard.

Figure 1 is a block diagram of such a decoder. The latter comprises a tuner 101 linked to a demodulation and error correction circuit 102 which also comprises an analog/digital converter for digitizing the signals originating from the tuner. Depending on the type of reception, cable or satellite, the modulation used is of QAM or QPSK type, and the circuit 102 comprises the demodulation means appropriate for the type of reception. The demodulated and corrected data are serialized by a converter 103, connected to a serial input of a demultiplexing and decoding circuit 104.

According to the present example, this circuit 104 is an ST15500 circuit manufactured by ST Microelectronics. The latter comprises, linked to a central 32-bit parallel bus 105, a DVB demultiplexer 106, a microprocessor 107, a cache memory 108, an external memory interface 109, a serial communication interface 110, a parallel input/output interface 111, a chip card interface 112, an audio and video MPEG decoder 113, a PAL and RGB encoder 114 and a character generator 115.

The external memory interface 109 is linked to a 16-bit parallel bus to which are respectively linked a parallel interface 116 of IEEE 1284 type, a random access memory 117, a "Flash" memory 118 and a hard disk 119. The latter is of EIDE type for the requirements of the present example. The parallel interface 116 is also connected to an external connector 120 and to a modem 121, the latter being linked to an external connector 122.

The serial communication interface 110 is linked to an external connector 123, as well as to the output of an infrared reception subassembly 124 intended to receive signals from a remote control (not illustrated). The infrared reception subassembly is integrated into a front panel of the decoder, which also comprises a display device and control buttons.

The chip card interface 112 is linked to a chip card connector 125.

The audio and video decoder 113 is linked to a 16-Mbit random access memory 126 intended for storing the nondecoded audio and video packets. The decoder transmits the decoded video data to the PAL and

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Figure 2 is a block diagram of the assembly 119 comprising the hard disk and the interfacing circuits linking it to the external memory interface 109.

The hard disk 201 is a commercial hard disk furnished with an Ultra ATA/EIDE interface. 'ATA' designates the communication protocol, known elsewhere, of the specific disk used within the framework of the present example. Two partitions are used in parallel to read and write data from and to the disk, the first partition being adapted to the writing and to the reading of data of computer file, program, code type, etc. referred to hereinbelow as the 'block' partition, whilst the second partition is intended for the writing and for the reading of audio and video streams, this partition being referred to hereinbelow as the 'stream' partition.

This duality is also found at the level of the architecture of the interface circuits of figure 2.

The writing and reading of data blocks are performed by way of respectively a memory of first-in-first-out (FIFO) type 202 for writing and of a memory 203 of the same type for reading. The two FIFO memories have a respective size of 16 bytes and are controlled by a block transfer circuit 204 which manages the address pointers for these two FIFO memories. According to the present exemplary embodiment, these are double synchronous port type memories.

The data exchanges according to the 'block' mode are carried out in direct memory access mode, by sending bursts of 16 bytes. These bursts are buffered both in write mode and in read mode by the two FIFO memories 202 and 203, which allow the adaptation of the disk bit rate to the bus bit rate 215 and vice versa.

Two FIFO memories 205 and 206 are provided for respectively writing and reading the audio and video streams. Each FIFO memory 205 and 206 comprises, according to the present exemplary embodiment, a physical memory of 512 Kbytes, divided up into four video banks of 112 Kbytes (clustered into a 'video' area, referenced 205a, respectively 206a) and an audio area of 64 Kbytes (referenced 205b, respectively 206b), and is controlled by a stream transfer control circuit 207. Each video bank and audio area is managed as a first-in-first-out (FIFO) memory. The circuit 207 manages two write pointers and two read pointers which are independent for each of the series 205 and 206, namely a pair of video pointers and a pair of audio pointers. A single memory 205 and 206 is active in read mode and a single is active in write mode at a given moment. Access to the two memories 205 and 206 is however independent, allowing so-called simultaneous reading and writing from and to the disk.

According to a variant of the present exemplary embodiment, the memories 202, 203, 205 and 206 are areas of the random access

memory 117, each of these areas being managed as one, or if appropriate several, memory (memories) of the first-in-first-out type.

Moreover, an adaptation of the present exemplary embodiment to the management of additional components, such as for example several elementary audio streams, would be easily achievable by the person skilled in the art, by providing the additional memories required for this purpose.

The two transfer control circuits 204 and 207 are state machines whose operation is controlled by the microprocessor 107. The microprocessor tells the controllers the transfer tasks to be performed in direct memory access mode (the mode referred to hereinafter as the 'UDMA' or Ultra Direct Memory Access mode), and is forewarned of the accomplishing of these tasks through an interrupt generated by an interrupt control circuit 208 linked to the two transfer control circuits 204 and 207. Within the framework of the example described here, use is made of the 33 Mbyte/s UDMA mode, but the invention is obviously not limited to this mode.

The two transfer control circuits manage disk access proper through a control circuit 209 which allows implementation of the disk and its mode of access, namely access to the command and control registers and direct UDMA memory access. The command circuit is also linked to the microprocessor 107, for the direct management of the control and command registers of the disk, this not implementing the transfer control circuits 204 and 207.

The interfacing circuit of figure 2 furthermore comprises two multiplexers 210 and 211, which receive as input respectively the three input paths for the data, that is to say the data to be written to the disk, and the three output paths for the data, that is to say for the data read from the disk. Each multiplexer therefore possesses at input three 16-bit buses and one 16-bit bus at output. The switching between the various paths is managed by the microprocessor 107.

As far as the writing multiplexer 210 is concerned, the first input path consists of a direct access of the data bus 215 of the external memory interface 109 to the data bus 212 of the disk 201, the second path consists of the output of the FIFO memory 202 for the writing of blocks, whilst the third path consists of the output of the FIFO memory 205, for the writing of the streams.

As far as the reading multiplexer 211 is concerned, the first output path consists of a direct access of the data bus of the disk to the

The respective outputs of the two multiplexers 210 and 211 are connected respectively to the data bus of the disk and to the data bus of the external memory interface across three-state output stages 213 and 214, controlled by the automata 204 and 207.

Each memory 205 and 206 serves as cache memory for the data heading for the disk or coming from it. The disk according to the present exemplary embodiment comprises sectors of 512 bytes. The content of 256 sectors therefore corresponds to the size of a video memory bank of a FIFO memory of one of the memories 205a and 206a, plus a quarter of the size of one of the audio areas 205b and 206b, namely a total of 128 Kbytes. This is substantially the quantity of data transferable from or to the disk during the mean time of movement of a reading head of the disk used in the present example, namely around 10 ms.

The use of FIFO memories having the characteristics defined hereinabove has made it possible to obtain simultaneous reading and writing bit rates of 15 Mbit/s.

The writing of an audio/video stream to the disk will be described in conjunction with figures 3 and 4.

Figure 3 illustrates the splitting of the PES format audio and video data in accordance with the MPEG II standard to two FIFO memories, namely a video bank (one of the banks of the part 205a of the memory 205) and an audio area (part 205b of the memory 205).

The data are written to the disk in audio/video blocks of 128 Kbytes each. According to the present invention, a fixed part of the block of 128 Kbytes is reserved for video data (112 Kbytes) and another part, which is variable, for the audio data (16 Kbytes maximum). The blocks being written sequentially, the audio and video data are therefore interleaved on the disk.

It has been found that the ratio of the minimum bit rate of a video stream to the maximum bit rate of an audio stream is around 10. By 35 defining in a block of 128 Kbytes an area of 112 Kbytes reserved for video and of 16 Kbytes for audio, the ratio is 7. Stated otherwise, by taking into consideration an audio/video stream whose video data (in the form of video PES packets) are stored as soon as they are multiplexed in the area of 112 Kbytes and whose audio data (in the form of audio PES packets) in the

area of 16 Kbytes, the video area will always be filled before the audio area.

It is obvious that, depending on the streams and the bit rates to be managed, ratios other than 7 may also be used. This is the case in particular if compression algorithms other than those advocated by the MPEG standard are implemented.

When the video bank of 112 Kbytes is filled, the content of this bank is written to the disk, followed by the audio data accumulated during the same time as the 112 Kbytes of video data, this being irrespective of the state of fill of the audio area. By construction, one nevertheless knows that fewer than 16 Kbytes have been accumulated.

In this context, there is no correlation between the limits of the PES packets and the start or the end of a video bank or of the audio data accumulated. The first data items of the content of a video bank may in fact fall in the middle of a video PES packet, whilst the last audio data items accumulated do not necessarily correspond to the end of an audio PES packet.

It will be assumed that the measures required for opening a file for writing a stream have been taken beforehand at the disk file system level.

Appended to the video and audio data are an identifier of the file to which the block of the disk belongs and a data item indicating the quantity of audio data, which is derived from the state of the write pointer of the audio area 205b of the memory 205 at the time the limit of fill of the video bank is reached. The identifier is coded on 16 bits, whilst the quantity of audio data is coded on 14 bits. Figure 4 illustrates the layout of the data in a block on the disk. Part of the audio area of the block not containing any audio data is filled with stuffing bits so as to make these data up to 16 Kbytes.

The file identifier is the same for all the blocks belonging to the same file. The identifier of a file is an item of information which is redundant to that contained in a data structure referred to as a node and associated with each file. The identifier is however used if a write-open file has not been correctly closed: the file system then identifies all the blocks belonging to one and the same file by virtue of the file identifier and updates the corresponding parameters in the node of the file and in the other data structures recorded at the start of the 'stream' partition. The system knows the identifier of the open file since the latter is written in a

flag on the disk (at node number 0) at the start of each file opening, this flag being reset to zero upon the closure of this file.

It is apparent that the aligning of the audio data with the video data brings about the nonuse of a variable part of the 16-Kbyte audio area of a block of the disk. However, the size of this unused part is relatively small compared with the 128 Kbytes of the complete block. If the recording of the video and audio packets were performed in the order of demultiplexing of the PES packets, then the recording of the nature of each packet (audio or video, for example in the form of a PID identifier) would have been necessary. The room required for this recording would have been on the one hand greater than that reserved for the stuffing bits in the audio part of the recorded blocks and on the other hand more complex to manage.

The advantages of aligning the audio data with the video data are however considerable. Specifically, even if the audio and video data are not multiplexed in the same way as in the incoming audio/video stream, the synchronism between audio and video data is maintained overall. The audio data in a block are in fact those having been received temporally multiplexed with the video data of the same block. It is thus possible to restore an audio/video stream at the decoder without any drift in synchronism which could cause overflow of audio or video buffers during read back.

The use of four video memory banks of 112 Kbytes each in read and/or write mode, as well as of an audio area of 64 Kbytes, makes it possible to compensate for the disk write head movement times and for any disk access problems which could delay writing. The microprocessor 107 nevertheless attempts to keep the largest number of banks of the memory 205 empty, and this may be referred to as management of empty buffer type. To transfer the audio/video data to the disk, the microprocessor 107 triggers a direct memory access mechanism ('DMA') which performs the transfer of the audio/video data from the demultiplexer 106 to a video bank and the audio area of the FIFO memory 205. Within the framework of the exemplary embodiment, this is a DMA built directly into the demultiplexer 106.

When a video bank of the memory 205 is full, the write transfer control circuit 207 generates an interrupt destined for the microprocessor 107, writing being continued in the next video FIFO memory bank. The video FIFO memory banks are implemented in rotation. The microprocessor, which also manages the disk file system, determines the

first write sector of 512 bytes of the block of 128 Kbytes, and supplies it to the disk by way of the control circuit 209. The microprocessor also initializes the direct memory access mechanism at the disk for the transfer of data from the first video FIFO memory bank and the corresponding quantity of audio from the audio FIFO 205b of the memory 205. The disk then writes 128 Kbytes to 256 sectors under control of the circuit 207. After transferring the 128 Kbytes of data, the hard disk exits the Ultra DMA mode, the control circuit 207 frees the Ultra DMA mode and tells the microprocessor through an interrupt. This transfer is repeated each time the microprocessor receives an interrupt request by way of the control circuit 207 and until there is a decision to stop the recording. The microprocessor then updates the node corresponding to the file in which writing took place, as well as the corresponding bit tables. The role of the bit tables and of the node will be seen in greater detail hereinbelow.

It should be noted that, according to the present exemplary embodiment, the audio area of each memory 205 and 206 is not organized as banks of fixed size, as is the case for the video banks of 112 Kbytes. The audio areas are managed by storing, in write mode, the quantity of audio data written for each associated video bank and, in read mode, by taking into account the information relating to the audio quantity read from each block.

According to the present exemplary embodiment, only the PES data are recorded on the disk. This implies that the reference clock values ('PCR') are not recorded.

The reading mechanism differs substantially from the writing mechanism. We consider a reading initialization phase and a steady reading condition.

To initialize reading in stream mode, the microprocessor sends the hard disk the address of the first segment of the first block to be transferred and requests the transfer of 256 sectors. Once the transfer is completed, the transfer control circuit 207 generates an interrupt to indicate the end of the transfer. The microprocessor then requests the transfer of the next block, and so on and so forth until four video FIFO memory banks of the block 206 (and a part of the audio area 206b) are filled. The transfer and the decoding of data to the decoder 113 are initialized only then by the microprocessor. Once initialization has been performed, the data are transferred without the intervention of the microprocessor: the decoder 113 reads the audio and video data as and when the requirements alter. The

speed with which the FIFO memories are emptied depends in fact on the content of the compressed audio and video packets.

The steady condition is as follows: when a memory bank of 112 Kbytes of video FIFO is completely emptied (and the corresponding audio data have also been read), an interrupt request will notify the microprocessor thereof, and the latter triggers the transfer of a new block, in such a way as if possible to keep all the FIFO video banks full. This management is of the full buffer type.

According to the present exemplary embodiment, the recovery of the system clock is performed by demultiplexing transport packets corresponding to a program in progress, and by locking a phase-locked loop to the reference clock values ('PCR') of an incoming TS stream. This operation makes it possible to obtain the required clock frequency of 27 MHz. Hence, an incoming TS stream is used to recover the reference clock rate, even if this clock is used in conjunction with audio and video data which are not broadcast in real time in this stream.

This principle of clock rate recovery is illustrated by the block diagram of figure 10, which comprises a phase-locked loop (PLL) composed of a comparator/subtractor 1001, followed by a low-pass filter 1002 and by a voltage-controlled oscillator 1003. A counter 1004 closes the loop between the output of the oscillator 1003 and an input of the comparator/ subtractor 1001. The comparator/subtractor furthermore receives the PCR clock values emanating from a TS stream. The difference between a local clock value emanating from the counter 1004 and the PCR clock value is sent to the low-pass filter 1002, and the rate of the loop output signal is adapted accordingly. The clock value contained in the counter 1004 is regularly updated with the demultiplexed PCR clock value, this having the effect of synchronizing the counter 1004 with the clock of the encoder of the TS stream. This clock is used for the decoding and presentation of the TS stream received in real time. As described hereinbelow, only the clock rate at the output of the PLL loop is used for the decoding and presentation of data read from the hard disk.

Other clock recovery processes can be employed. It is in particular possible to use a free clock. Specifically, the accuracy required for the 27-MHz clock is not necessarily as high as that imposed by the MPEG II standard at the level of the encoder, namely 30 ppm. This accuracy is actually required only if a stream originating directly from an encoder needs to be decoded. In fact, in such a case, excessive drifting of the clock of the decoder can cause the buffer memory of the decoder to

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As already mentioned, the parameters chosen for the 'stream' partition are the following: the size of a sector is 512 bytes, a 'stream' block comprising 256 sectors.

This is to be compared with the size of a block of the 'block' partition, namely 4 sectors.

- 5 Figure 6 illustrates the organization of the 'stream' partition. This partition comprises firstly a block referred to as a 'superblock', containing general information about the partition. Table 1 gives the information contained in this superblock:

| |
|--|
| 8-Bit file identifier |
| Name of the volume |
| Date of creation of the volume |
| Date of the last modification |
| Total size of the partition (in sectors) |
| Size of the superblock (in sectors) |
| Address of the superblock |
| Address of the copies of the system files (1st copy) |
| Address of the copies of the system files (2nd copy) |
| Address of the copies of the system files (3rd copy) |
| Address of the copies of the system files (4th copy) |
| Size of the nodes (in sectors) |
| Address of the first node |
| Size of the extensions (in sectors) |
| Address of the extensions |
| Size of the bit tables (in sectors) |
| Address of the table of bits of the nodes |
| Address of the table of bits of the extensions |
| Address of the table of bits of the blocks |
| Maximum number of files |
| Maximum number of extensions |
| Number of sectors per block |
| Address of the first data item (number of the first block) |

Table 1

- 10 The addresses are given in terms of sector numbers, all the sectors of the disk being numbered from 0 up to the maximum number of sectors of the disk.

- 15 Associated with each file or directory of the partition is a data structure referred to as a 'node' which indicates the name of the file or of the directory, its size, its location and that of its attributes. The nodes are

grouped together in the partition after the superblock. Table 2 indicates the composition of a node:

| |
|---|
| Name of the file or of the directory |
| Identifier of the file or of the directory (on 32 bits) |
| Size (in bytes) |
| Identifier of the parent directory (on 32 bits) |
| Pointer to the attributes |
| For a file: list of a maximum of 15 sequences of contiguous blocks defining the file |
| For a directory: list of identifiers of the files or subdirectories contained in this directory |
| Pointer to an extension of the previous field |

Table 2

A sequence is a run of contiguous blocks forming part of one and the same file. It is defined by the address of the first block of the sequence, followed by the number of contiguous blocks. If the file is fragmented, a pointer returns to an extension area comprising additional sequences. In turn, this latter area can return to an additional extension, and so on and so forth. This type of simple indirect addressing is well suited to the sequential nature of the data, thus avoiding successive manipulation with several pointers, such manipulation being expensive in terms of time. The multiple indirect addressings are reserved for the 'block' partition, with a view to facilitating random access to the data.

The areas of additional sequences are grouped together in the extension section after the area reserved for the nodes.

The 'stream' partition furthermore comprises a 'bit table' indicating for each node, each area of additional sequences and each block whether or not it is occupied. To this end, a bit is associated with each node, area of additional sequence and block.

Figure 7 is a flow chart of the process for writing a file. Initially, a node associated with the file is created. A locating of this node on the disk is determined by scanning the table of bits of the nodes. By using the table of bits of the blocks, the microprocessor 107 determines a free sequence of blocks and writes the data to be recorded to it, block after block. At the end of the sequence, the address and the length of the sequence are stored in the node of the file in memory. The flags of the table of bits of the

blocks corresponding to the blocks allocated to the recording of the sequence are then updated in a table in memory. The operation of detecting and writing a sequence is repeated if necessary, until the complete file has been recorded. Once the recording of the data is completed, the updated information relating to the location of the data (that is to say the node and the bit tables updated) are themselves recorded on the disk. The information is written to the disk only at the end of recording, so as to avoid incessant toings and froings by the read/write head.

To read a file, the microprocessor firstly reads the node of this file, as well as the definitions of all the additional sequences referring thereto. This avoids movement of the disk read/write head during reading to the areas at the start of partition.

One of the envisaged applications of the disk is the non-real-time reading of a program currently being recorded. For example, the television viewer watching a live program has to go away for a few minutes and wishes to resume watching at the exact moment at which this was interrupted. When he goes away, he starts the recording of the program. On his return, he triggers the reading of the program, although the recording of the latter is still in progress. Given that the read/write head must perform movements from the reading areas to the writing areas and vice versa and that the time of movement of the head is of the order of 10 ms for the disk used within the framework of the present example, certain precautions have to be taken to guarantee the minimum bit rate required for reading and writing.

To assess the influence of head jumps on bit rate, we consider the least favorable conditions by taking the example of the maximum bit rate of an MPEG II stream, namely 15 Mbit/s, a block of 128 Kbytes thus corresponding to 66.7 ms of audio and video data, as illustrated by figure 8. The reading or writing of a block, at a transfer rate of 96 Mbit/s, lasts 10.4 ms. If reading is not preceded by a jump, 56.3 ms remain available as a safety margin.

As indicated in the previous paragraph, a head jump from a first block to a second block which is not adjacent to the first block takes 10 ms. Hence, a free interval of 46.3 ms remains.

If a read and a write each preceded by a jump are to be performed within an interval of 66.7 ms, only 25.9 ms remain available. Since defective sectors within a block may also give rise to jumps of the head, it is preferable to limit the number of jumps in read mode and write mode to the minimum.

According to the present exemplary embodiment, the number of head jumps during simultaneous recording and reading is reduced by effecting interleaved writing of the blocks, as illustrated by figures 9a and 9b.

5 When the recording of the program is triggered (for example by the television viewer), writing is performed every other block in a sequence of adjacent blocks. This is illustrated by figure 9a. A jump of the read head is therefore performed before writing each block.

10 When the reading of the program is triggered, writing is continued in the blocks left free previously. For example, following the reading of the first block written (the one furthest to the left in figure 9b), the next write is performed in the immediately adjacent block. No jump of the read/write head is then performed between reading in the first block and writing in the second block. The reduction in the number of jumps of the head also results in a consequent reduction in the noise generated by these movements.

15 Once all the blocks written before the start of reading have been read out, writing is continued in a noninterleaved manner. According to a variant embodiment, if the purpose is solely the non-real-time viewing of the program, without it being intended that recording should be permanent, writing is continued by overwriting the content of the previously read blocks.

20 According to a variant embodiment, if a recording is to be kept, then the corresponding interleaved blocks are rewritten sequentially in such a way as to deinterleave these blocks. Thus, during subsequent reading, the read head will not need to perform jumps due to the interleaving.

25 Of course, the invention is not limited to the exemplary embodiment given. For example, other types of disk may be used. It will be sufficient to adapt the corresponding interfaces. Consideration will in particular be given to hard disks having characteristics other than that presented hereinabove, rerecordable magneto-optical disks or other data storage media.

30 It should be noted that the invention applies also in the case where the audio and video data are coded differently, in particular in the case where the PES packets are contained in a program-type stream ('Program Stream') according to the MPEG standard, or the audio and video data are contained in different structures from those of the PES packets.

Moreover, although certain elements of the embodiment are presented in a distinct structural form, it is obvious to the person skilled in the art that their implementation within a single physical circuit does not depart from the scope of the invention. Likewise, the software rather than 5 hardware implementation, or vice versa, of one or more elements does not depart from the scope of the invention: the FIFO-type memories may for example be emulated by using a conventional-addressing memory, with software management of address pointers.

068901-068907

Claims

1. A digital video reception device, characterized in that it comprises:
 - 5 - means of reception (101, 102, 103) and of demultiplexing (113) of audio and video packets from a multiplexed digital stream;
 - a first video writing memory (205a) for accumulating a predetermined quantity of demultiplexed video packets;
 - a second audio writing memory (205b) for accumulating
10 demultiplexed audio packets;
 - means of storage (201) of the multiplexed audio and video packets in the form of blocks, each block comprising a first area for recording the video packets and of fixed size equal to said predetermined quantity, and a second area for recording for audio packets and of fixed
15 size such that it is greater than or equal to the maximum quantity of audio data which can be accumulated while obtaining the predetermined quantity of video data.
2. The device as claimed in claim 1, characterized in that said means of storage (201) comprise a first partition for a mainly random
20 access and implementing multiple indirect addressing, and a second partition reserved for audio and video stream recording for a mainly sequential access and implementing simple indirect addressing.
3. The device as claimed in claim 2, characterized in that the size of a block of the second partition is larger by at least an order of magnitude
25 than the size of a block of the first partition.
4. The device as claimed in one of claims 1 to 3, characterized in that the means of storage (201) comprise a recordable disk.
5. The device as claimed in one of claims 1 to 4, characterized in that it comprises a third video reading memory (206a) for reading video
30 data from the storage means (201) and a fourth audio reading memory (206b) for the reading of audio data, the respective sizes of the third and fourth memories, video and audio reading respectively, being equal to the sizes of the first and second memories, video and audio writing respectively.
- 35 6. The device as claimed in one of claims 1 to 5, characterized in that it comprises:
 - a writing memory (205) for transmitting data to the storage means, which memory is organized as an area (205a) comprising N video

- stopping the accumulation in said memories following the obtaining of a predetermined quantity of video data in said first memory;

- recording of the video data accumulated in said first memory and of the audio data accumulated in the second memory respectively in a first area of a block whose fixed size is equal to said predetermined quantity and in a second area of this block, the size of this second area being fixed and chosen in such a way that it is greater than or equal to the maximum quantity of audio data which can be accumulated while obtaining said predetermined quantity of video data.

10 12. The process as claimed in claim 11, characterized in that the ratio of the sizes of the first and second areas is such that it is greater than or equal to the maximum ratio of the bit rate of video data and of the bit rate of audio data in the digital stream.

15 13. The process as claimed in claim 11 or 12, characterized in that it furthermore comprises the step of recording in each block of a data item indicating the quantity of audio data recorded in this block.

14. The process as claimed in one of claims 11 to 13, characterized in that the recorded audio and video data are elementary stream packets, with the exclusion of information emanating from the transport layer.

20 15. An audio and video data recording device (201), characterized in that it comprises a partition comprising a plurality of logic blocks organized in series and each comprising a first area of fixed size for the recording of video data, and a second area for the recording of audio data and of fixed size such that it is greater than or equal to the maximum
25 quantity of audio data which can be accumulated while accumulating a predetermined quantity of video data, said predetermined quantity being equal to the size of said first area.

09869389-062801

Abstract

Process for storing a digital audio and video datastream, storage device and receiver for implementing the process

The subject of the invention is a digital video reception device comprising:

- means of reception (101, 102, 103) and of demultiplexing (113) of audio and video packets from a multiplexed digital stream;
- a first video writing memory (205a) for accumulating a predetermined quantity of demultiplexed video packets;
- a second audio writing memory (205b) for accumulating demultiplexed audio packets;
- means of storage (201) of the multiplexed audio and video packets in the form of blocks, each block comprising a first area for recording the video packets and of fixed size equal to said predetermined quantity, and a second area for recording for audio packets and of fixed size such that it is greater than or equal to the maximum quantity of audio data which can be accumulated while obtaining the predetermined quantity of video data.

The invention also relates to a recording process, as well as to a recording device.

Figure 2

1 / 7

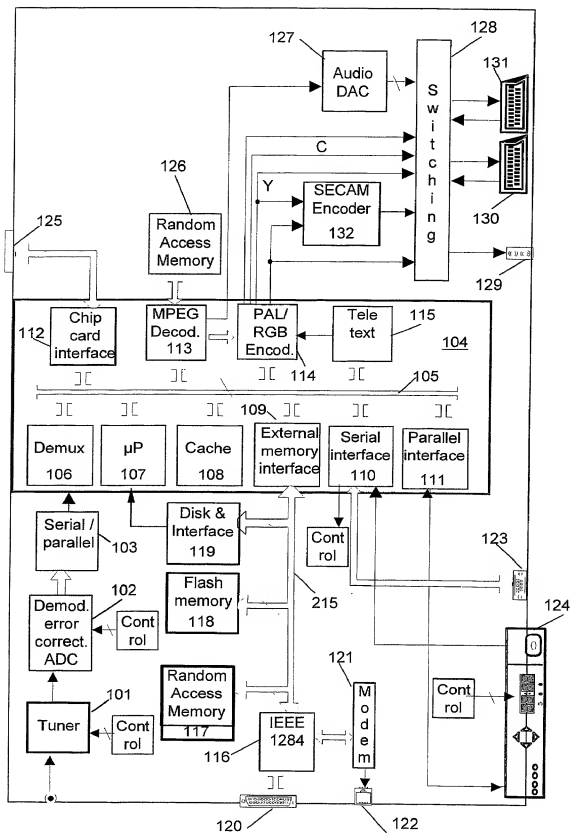


Fig. 1

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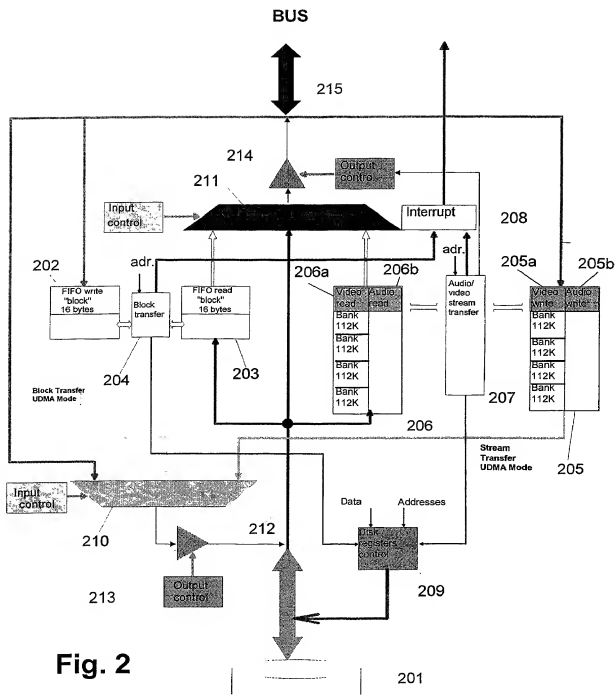


Fig. 2

3 / 7

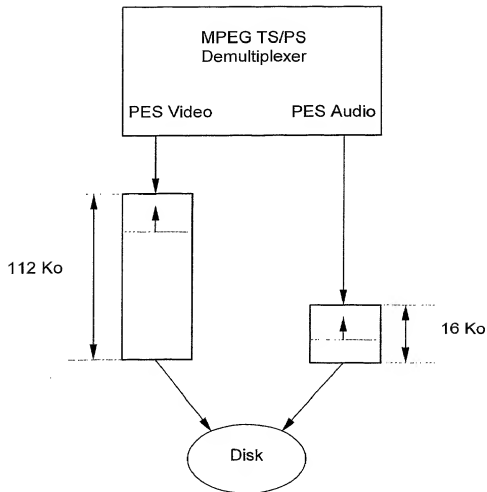


Fig. 3

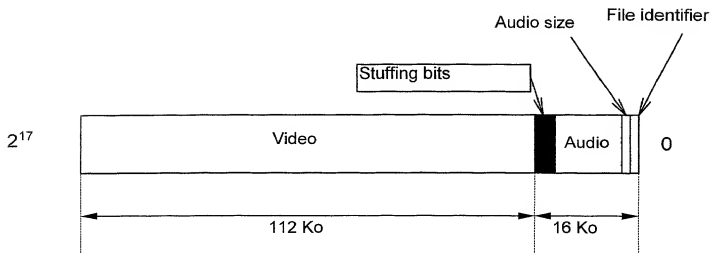


Fig. 4

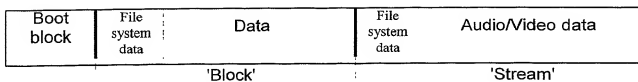


Fig. 5



Fig. 6

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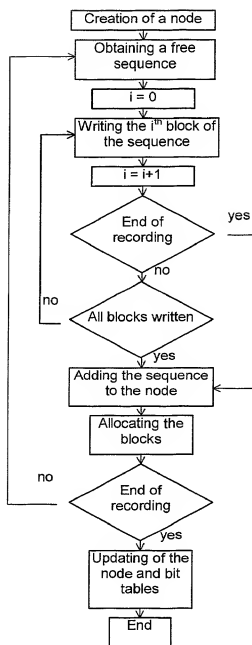


Fig. 7

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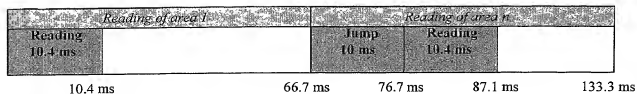


Fig. 8

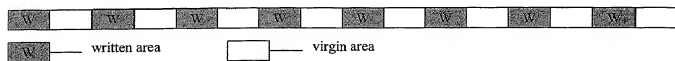


Fig. 9a

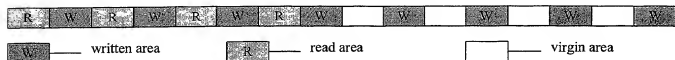
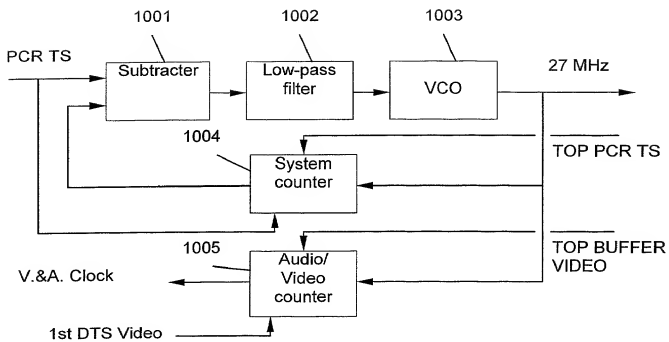


Fig. 9b



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